

Super Rod Soul Silver

Mastering the Depths: A Comprehensive Guide to the Super Rod in Pokémon SoulSilver

For generations of Pokémon Trainers, the allure of the open water has always held a special promise. The shimmering surfaces of lakes, rivers, and oceans conceal a world of powerful and rare aquatic creatures waiting to be caught. In the beloved Johto region of **Pokémon HeartGold and SoulSilver**, no tool is more essential for exploiting these hidden habitats than the Super Rod. While the Old Rod offers beginners a taste of the sport and the Good Rod elevates the challenge, the **Super Rod SoulSilver** experience is the ultimate fishing key, unlocking access to the most formidable Water-type Pokémon the game has to offer. This guide dives deep into everything you need to know about obtaining, using, and maximizing the potential of the Super Rod in your journey through Johto and beyond.

Understanding the Fishing Rod Progression in Johto

Before we cast our line into the specifics of the Super Rod, it is crucial to understand its place within the game's fishing hierarchy. Pokémon SoulSilver, like its predecessors, features three distinct fishing rods. Each successive rod not only increases the probability of hooking a Pokémon but also broadens the pool of species available, including many that cannot be found through any other method.

- **Old Rod:** The most basic tool, typically obtained early from a Fishing Guru in Route 32. It is notoriously unreliable, often yielding only Magikarp and a few other low-level species. It is a starting point, not a serious angling tool.
- **Good Rod:** A significant improvement, the Good Rod is acquired after earning your second Gym Badge. It expands the catch list to include Pokémon like Goldeen, Qwilfish, and even the occasional Chinchou. It is a solid mid-game option.
- **Super Rod:** The pinnacle of fishing technology in the Johto region. This is the rod you will rely on for end-game team building, completing your Pokédex, and encountering powerful, rare Water-types. It is the focus of our deep dive.

The **Super Rod SoulSilver** is not simply a better version of the previous rods; it fundamentally changes the fishing encounter tables. Where the Good Rod might hook a level 15 Goldeen, the Super Rod can reel in a level 40 Gyrados or a rare, evolution-ready Seadra. Mastering this tool is essential for any serious collector or competitive battler.

How to Obtain the Super Rod in SoulSilver

Acquiring the Super Rod is a straightforward but somewhat hidden task. Unlike the Old and Good Rods, which are freely given by NPCs, the Super Rod requires a small side quest. Here is the exact process to get the **Super Rod SoulSilver**.

1. **Defeat the Elite Four and become Champion.** The game will not allow you to receive the Super Rod until you have proven yourself by conquering the Pokémon League. This means you must have all 16 Gym Badges from Johto and Kanto.
2. **Travel to Olivine City.** This is the port town west of the Safari Zone and north of Cianwood City.
3. **Locate the Fishing Guru.** He is not the same guru you met on Route 32. This Fishing Guru lives in the house directly south of the Pokémon Center, right near the water's edge. He is an elderly man with a white fishing hat.
4. **Talk to him with an empty spot in your party.** He will ask you to show him a Pokémon. You must have a Pokémon in your party that he considers "big". The exact requirement is a Pokémon over 5 feet 7 inches (1.7 meters) tall. Fortunately, many common Pokémon fit this criteria, such as Onix, Steelix, Snorlax, or even a Gyrados you might have caught earlier.
5. **He rewards you with the Super Rod.** Once you show him a suitably large Pokémon, he will be impressed and hand over the rod. Congratulations, you now possess the key to the deepest waters of Johto and Kanto.

This requirement ensures that only trainers who have explored a significant portion of the game and built a robust team can access the rarest water-dwelling Pokémon. The **Super Rod SoulSilver** is a privilege earned, not a gift given.

Where to Use the Super Rod: Prime Fishing Locations

The Super Rod can be used in any body of water that can be interacted with, but certain locations are far more rewarding than others. The key to efficient fishing is knowing which areas harbor the rarest and most powerful Pokémon. Below is a breakdown of top-tier fishing spots for the **Super Rod SoulSilver**.

Johto Region Hotspots

- **Route 44 (Ice Path area):** This is the prime location for catching a **Seadra**. Using the Super Rod here gives you a good chance of finding Seadra, which can then be evolved into **Kingdra** via trade with a Dragon Scale. Kingdra is an incredibly powerful Dragon/Water type with no real weaknesses except Dragon itself.
- **Lake of Rage:** While famous for the Red Gyrados event, the Lake of Rage's waters are also excellent for catching **Magikarp** (for evolution into Gyrados) and **Seaking**. However, the real prize here is the occasional **Gyrados** itself, which can be found at levels 40-50.
- **New Bark Town / Route 27:** The waters near your hometown and the route leading to the Tohjo Falls are excellent for late-game training. You can encounter **Tentacruel**, **Saryu**, **Shellder**, and **Krabby** (evolves into Kingler).
- **Cianwood City Beach:** Using the Super Rod off the beach of Cianwood yields **Krabby** and **Kingler**, as well as **Seadra** (less

common than Route 44).

Kanto Region Hotspots

After becoming Champion and reaching Kanto, the Super Rod becomes even more valuable.

- **Cerulean City and Route 25:** These waters are the best place in the entire game to catch a **Dratini** or **Dragonair**. The Super Rod yields Dragonair at a decent rate, which can be evolved into the pseudo-legendary **Dragonite**. This is a must-do for any competitive team.
- **Vermilion City Harbor:** This is a prime spot for **Tentacruel** and **Shellder**. More importantly, it is one of the few places where you can find **Chinchou** and **Lanturn** via fishing (they are more common with the Good Rod, but the Super Rod offers higher levels).
- **Fuchsia City and Routes 19/20:** The waters around Fuchsia are teeming with **Horsea**, **Seadra**, and **Poliwhirl**. This is also a reliable location for catching **Goldeen** and **Seaking** at higher levels.
- **Pallet Town:** The silent hometown of Professor Oak is a fantastic spot for **Saryu**, which evolves into the fast and versatile **Starmie** with a Water Stone. Starmie is one of the best special attackers in the game.

How to Use the Super Rod Effectively

Using the **Super Rod SoulSilver** is simple: you stand next to a body of water, press A, and wait. However, there is a slight nuance. The rod will bob, and you must press A again quickly to hook the Pokémon. The timing is identical to the other rods. But there is a strategic layer to consider: **bait**.

In Pokémon HeartGold and SoulSilver, fishing is not just about luck. You can use items as "bait" to increase your encounter rate with specific types or to prevent Pokémon from fleeing. The item **Rocky Helmet**? No. The actual bait items you can use are:

- **Blue Shard, Red Shard, Yellow Shard, Green Shard:** These items, usually found in the Underground or by smashing rocks, can be used as bait. Using them before casting your line will significantly increase the chance of encountering a wild Pokémon, and sometimes influence the species. For example, using a Blue Shard might make Water-types more likely, while a Yellow Shard could attract Electric-types like Chinchou or Lanturn. This is a game-changer for targeted hunting.
- **Magikarp:** Yes, you can use a caught Magikarp as bait! To do this, you must have a Magikarp in your party and select it as "bait" from the bag menu while fishing. This drastically increases the encounter rate for larger, predatory Pokémon like Gyrados, Seadra, and Dragonair. It is a fantastic way to turn a common fish into a rare prize.

By combining the **Super Rod SoulSilver** with strategic bait usage, you can dramatically reduce the time spent waiting for that perfect Pokémon to appear.

The Top Super Rod Catches You Need for Your Team

The **Super Rod SoulSilver** is the gateway to building a truly elite team. Here are the standout Pokémon you should actively pursue.

Kingdra

Evolution chain: Horsea (Good Rod) > Seadra (Super Rod, Route 44) > Kingdra (Trade with Dragon Scale). Kingdra is a star in any generation. Its Dragon/Water typing gives it only one weakness: Dragon itself. It boasts great special attack and defense, and access to moves like Surf, Ice Beam, and Dragon Pulse. It is the premier Water-type dragon for your team, and the **Super Rod SoulSilver** is the only way to get Seadra in the wild.

Starmie

Evolution: Saryu (Super Rod, Pallet Town) > Starmie (Water Stone). Starmie is arguably the best Water-type in the game due to its blistering speed and massive special attack. With access to Thunderbolt, Ice Beam, Surf, and Psychic, it can decimate almost any opponent. The **Super Rod SoulSilver** allows you to catch Saryu at a decent level, ready to evolve with a single Water Stone found in the game.

Dragonite

Evolution: Dratini (Good Rod, Safari Zone) > Dragonair (Super Rod, Cerulean/Route 25) > Dragonite (Level 55). While Dratini can be found with the Good Rod in the Safari Zone, the **Super Rod SoulSilver** gives you access to Dragonair in Kanto waters. Catching a Dragonair saves you many levels of grinding. Dragonite is a pseudo-legendary powerhouse with incredible attack, good special attack, and a fantastic movepool including Thunder Punch, Ice Beam, and Outrage.

Politoed

Evolution: Poliwig (Good Rod) > Poliwhirl (Super Rod, Fuchsia) > Politoed (Trade with King's Rock). Poliwhirl can be caught wild with the Super Rod, saving you from evolving a Poliwig. Politoed is a unique Water-type with the Drizzle

ability (if you can get it), making it a key component in rain-based teams in competitive play.

Gyrados

Evolution: Magikarp (any rod) > Gyrados (Level 20).
While Gyrados is easy to evolve from Magikarp, the **Super Rod SoulSilver** allows you to catch wild Gyrados at levels 40 and above. This is especially useful if you want a Gyrados with high stats and a nature you prefer, without having to raise a Magikarp from level